micro lab

PRESENTS

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Playing Dogfight requires any Apple computer with 32k and a disk drive.

To start DOGFIGHT, turn off your Apple computer and place the program disk into drive #1. Turn on your Apple--after a few moments the title page will appear. Press the space bar and then choose the way you wish to play.

Select:

0-keyboard only
1-one joystick
2-two joysticks
3-paddles

Dogfight can be played in several different ways. You can use any of the three auto modes--One player against the computer, two players on the same team against the computer or two players on different teams against the computer. Another possibility is to set up your own game with the custom mode.

ONE PLAYER AGAINST THE COMPUTER
KEYBOARD MODE

Enter 1. The screen now has one computer plane (either a jet or a helicopter) flying slowly around the screen. Your plane is moving upward with a number 1

behind it. You control your plane by using five keys on your keyboard that are grouped together for easier use. The first three keys are Z,X,C. Press the Z and your plane will start turning left. Press the C once, and the plane will go straight. pressing the C again will cause the plane to turn right. If you press either the C or the Z keys more then twice in a row, nothing additional will happen. The X key fires bullets when the game is going. The last two keys that control your plane are the S and D keys. The S slows down your plane and the D speeds it up. Practice flying your jet around.

To start the game press the space bar. Fly against the computer jet and use your X key to shoot it down. If you score a hit, you receive 10 points. After you hit the computer plane, the pilot may bail out. While the computer pilot floats down you must hit him or he will again return in his plane. If you hit him as he falls in his parachute, you get an additional 10 points. At times, the computer pilot bails out without a parachute. He falls more rapidly since a man without a parachute falls faster then one with one. If you hit him at that speed you get 50 points. A pilot without a parachute, whether or not he is hit, will never comes back!

When the computer gets you, be sure to

act quickly, pressing your X key (fire) to bail out. If the computer planes do not hit you as you fall, you too can come back. With each time you bail out you lower the chance of getting out the next time.

If vou survive a round, you receive a bonus of 10 points for each computer plane that started the round against you. Between rounds you can see the score which shows how many of your planes are remaining in the game (you get 5), what your point total total is, what level you are on, the bonus points for the next round and the high score in this mode from the point that your computer was turned on. With each level that you survive, the next level has either faster planes or more planes. The game is over when all 5 of your planes are destroyed. The high score is always shown in inverse numbers. Press return to start another game, this will bring you back to the menu.

TWO PLAYERS SAME TEAM
KEYBOARD MODE

When you choose option 2 on the menu, planes #1 and #3 are on the same team. the red (colors may vary) numbers after the planes show you they are on the same team. The #1 plane is controlled by the

same 5 keys as those in the one player game. The #3 plane is controlled with the M key to turn left, the .(period) key to turn right and the ,(comma) key to fire. The #3 plane may speed up by pressing the L key and slow down with the K key.

The scoring is the same as in the one player game. Bullets from the #1 and #3 planes can only shoot down the computer planes. When the computer plane is shot down, and his pilot bails out, his parachute blinks red and blue while the parachutes for the team players are always red. The play continues until both team player #1 and #3 lose all 5 of their planes. After one team member loses all of his planes he may not participate and must wait until the other member loses his fifth plane.

Both members of the team will receive a bonus for each round they survive. If your pilot is parachuting down when the last computer plane is destroyed in a round, you will still receive the bonus. If your plane was destroyed prior to the end of the round, you will not.

TWO PLAYERS DIFFERENT TEAMS
KEYBOARD MODE

The same keys operate planes #1 and #3 as in the two player same teams game.

Plane #1 is red and plane #3 is blue. The round is over when only one non-computer plane is left or only computer planes are left. Bonus points go only to the player with a plane remaining at the end of the round. The game ends when each player has lost all 5 planes.

PADDLE MODE

With the paddle mode, the direction of planes #1 and #3 are controlled with the game paddles. Turn the knob in the direction you want your plane to go. Pressing the button causes your plane to fire. You may speed up or slow down your planes by pressing the same keys as in the keyboard mode. To bail out, press the fire button.

JOYSTICK MODE

Pushing the joystick forward speeds up your plane and pulling it back slows it down. Turning your joystick to the left or right turns it in that direction. Centering the joystick allows the plane to fly straight. Fire and bail out by pressing the button. You may use the paddles in the joystick mode. One paddle controls the speed and the other controls the direction. Either paddle may be used to bail out or fire.

CUSTOM MODE

With the custom mode you may select as many as 8 planes. Choose jets or helicopters, select the speed of the game, determine the teams, and set the starting speed to the current maximum.

First, set up your teams. Team C is the computers and it flies its own planes. Any plane that is put on a team (other than the computers) must be flown by a player. A team can have any number of planes and each team does not need to have the same number. But a plane cannot fly by itself. One player could fly two planes (one with each hand) but it would be easier to have a separate player for each plane. To assign a plane to a team, hold down CTRL and press the letter of the team that you want A,B,C, or D. The letter will appear on the left of the scoreboard. A plane is placed on a team by pressing that planes fire button. The following is a list of keys that control the planes for eight players.

JET	LEFT TURN	FIRE	RIGHT TURN	SLOW DOWN	SPEED UP
1	Z	X	C	S	D
2	V	B	N	G	H
3	M	,	.	K	L
4	/			;	RET
5	-	:	0	P	O
6	9	8	7	U	Y
7	6	5	4	R	E
8	3	2	1	Q	ESC

To increase the spead of the game, hold down the CTRL key and press the F key. The number on the left side of the scoreboard increases everytime the Ctrl-F is pressed. Top speed is 14.

Start the game at the speed you prefer by first setting the number with CTRL-F, then pressing CTRL-S when you first reach that number. All planes will then start at that speed when the game begins.

If you want the next plane to be a helicopter press CTRL-K. To change the next plane back to a jet from a helicopter, you must change team letters from whatever the current team is to another team letter.

To return to the main menu press CTRL-I. For clearing the scoreboard press CTRL-R. When you want to end a game in progress press CTRL-R three times (CTRL-RRR).

If you prefer to use DOGFIGHT without sound press CTRL-N once to eliminate the bullet sound on the computer team(C), CTRL-N twice (CTRL-NN) removes bullet sound on all teams, and CTRL-N three times (CTRL-NNN) results in no sound at all. To bring the sound back press CTRL-I.

Dogfight has a fine display mode. It can be viewed by selecting one of the two options from the menu. You may also set up your own display, selecting all of the options that you desire and then entering CTRL-G. Your own display will appear when you press the space bar to begin. The computer will fly all of the planes. When you are ready to leave the display mode you may do so by pressing any key. If you wish to stop action during the display mode or any other mode, Press CTRL-E. To activate the stop action in a non-display mode, press CTRL-E between rounds. When the game starts, press CTRL-E. This stops the game at the end of the frame. Press CTRL-E again to start the game where you left off.

If you have made an error while setting up your own game, enter CTRL-X and you may choose your custom selections again.

The scoring in the custom mode is as follows:

1 point for each plane hit
1 point for each parachute hit
5 points for each pilot without a parachute hit

Planes on the same team cannot shoot each other.

ACE TITLE

If you reach 10,000 points in any of the three standard modes, an individually coded message will appear on the screen. Call or write to Micro Lab with your special message and if you are one of the first 10 Aces in that mode you will receive an Ace Plaque.

BLOWN DISKS

If your disk does not operate within 30 days of purchase, return the disk along with a copy of your sales receipt for free replacement. After 30 days send your disk in the original protective envelope along with $5.00 for replacement.

LIST OF COMMANDS

CTRL-KEY	EFFECT
A	Next plane on A team
B	Next plane on B team
C	Next plane on C team
D	Next plane on D team
E	Stop motion
F	Increase maximum speed
G	Start Display mode
I	Return to menu
K	Next plane a helicopter
N	Turn off bullet sound-C team
NN	Turn off all bullet sound
NNN	Turn off all sound
R	Resets scoreboard
RRR	End game in progress
S	Set entry speed of plane
X	Restart custom set-up
(space)	Start game

Score Records

systems
that work